

DYNAMIC BUFFERING OF GRAPHIC IMAGES
BY A PLATFORM INDEPENDENT
APPLICATION PROGRAM INTERFACE

ABSTRACT OF THE DISCLOSURE

A system and method are disclosed for dynamically controlling output buffering in the Swing application program interface (API). By default, the Swing API buffers its output when displaying graphical representations of objects in a graphical user interface (GUI). In some cases, this may be inefficient. For example, if a number of screen objects are nested, buffering may defeat the hardware acceleration capability of video graphics hardware within the computer. The system and method disclosed herein provide the application programmer the means to enable and disable buffering, within the functionality contained in an enhanced version of the Swing API. This enhanced version of Swing is referred to herein as AWT Swing.